THE APOCALYPSE

"The time to Rage is now!"

Player Name: _____

Character: _____

Chronicle: _____

Auspice: _____

Breed: _____

Tribe: _____ **Rank:** _____

Pack: _____

Totem: _____

Nature: _____

Demeanor: _____

Experience:

Approved by: _____ **Date:** _____

Physical Traits

Glabro:
Brawny, Robust
Tireless, Tough

Crinos:
Brawny x2 Quick
Ferocious, Rugged
Tireless x2, Tough

Hispo:
Ferocious, Brawny
Tireless, Tough, Rugged
Quick, Enduring, Lithe

Lupus:
Lithe, Rugged
Quick, Tireless

Battle Scars

Renown

Items

Social Traits

Glabro:
Bestial, Feral,
Repugnant

Crinos:
Bestial x2, Feral x2
Repugnant x2

Lupus:
Bestial x2, Feral x2

Hispo:
Bestial x2
Feral

Merits

Flaws

Mental Traits

Abilities

Sheets designed by Peter Savas, #9504-073

Health

- ☐☐ Healthy
- ☐☐☐ Bruised – One trait penalty to initiating challenges.
- ☐☐ Wounded – Lose all ties. If your opponent has more traits than you do, he may also make an additional test.
- ☐ Incapacitated – Out of play for ten minutes. Must heal at least one wound level before you can move or challenge.
- ☐ Mortally Wounded – Revert to Breed Form. Will lose one Physical Trait every ten minutes unless you receive medical assistance; otherwise you will die.

Rage

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Willpower

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Gnosis

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Gifts

Backgrounds